

FIG. 1

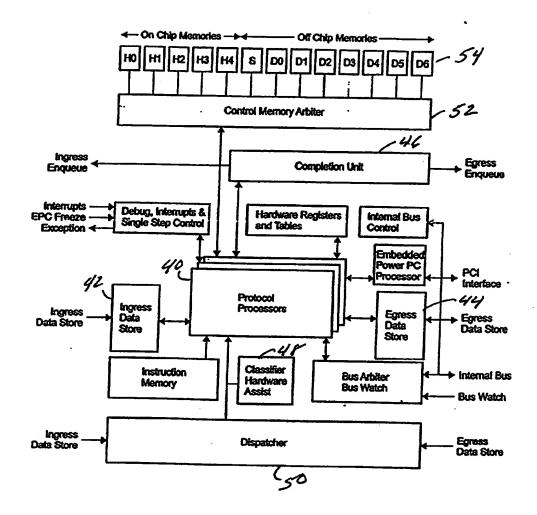


FIG. 2

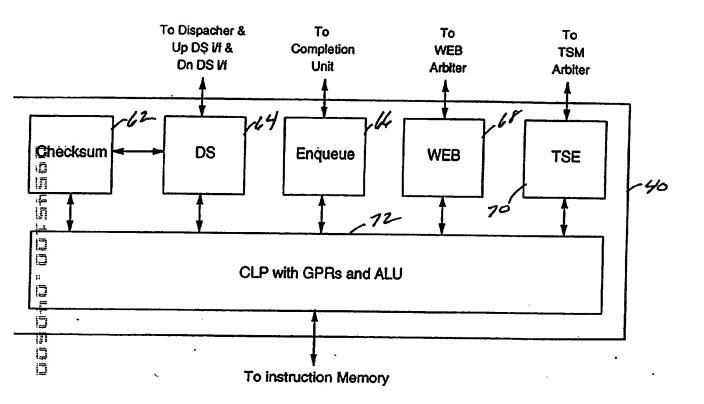


FIG. 3

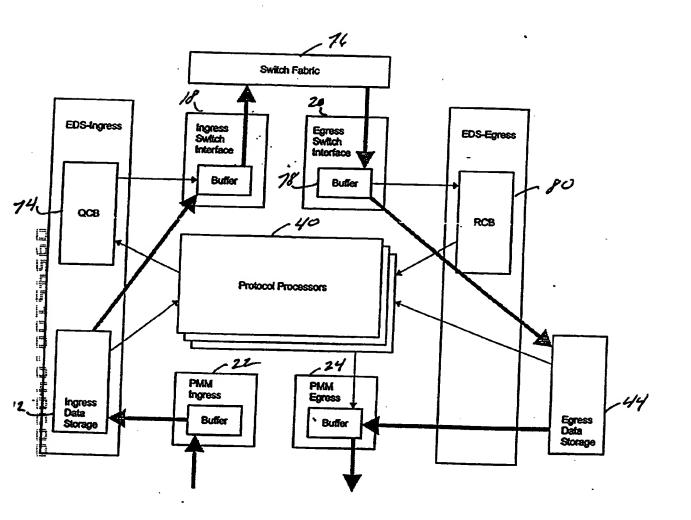
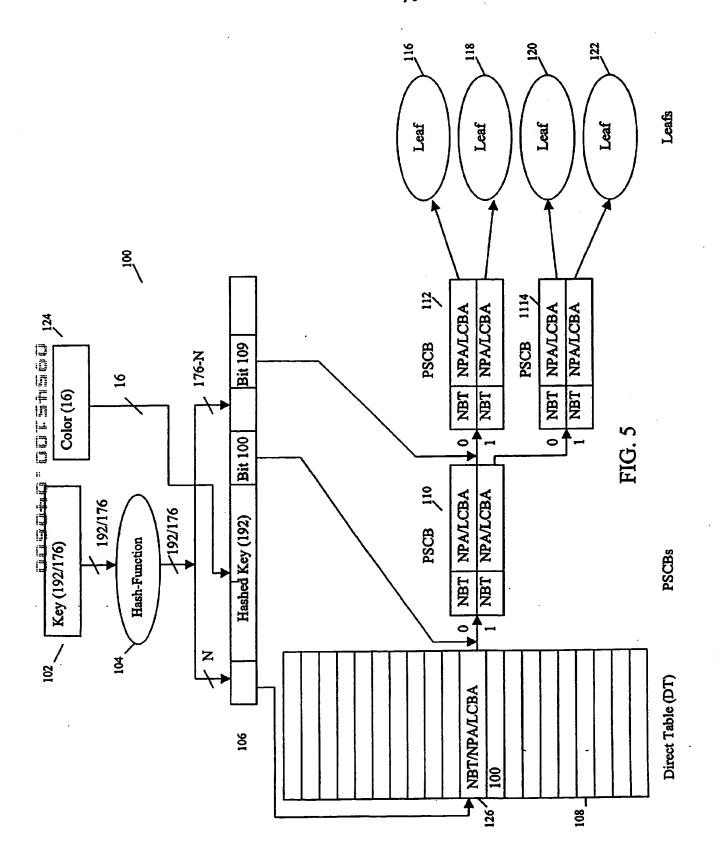
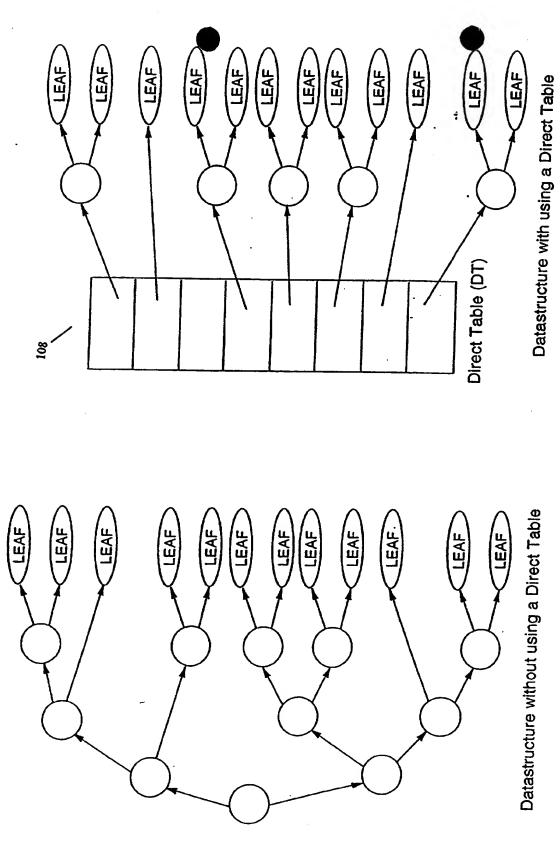
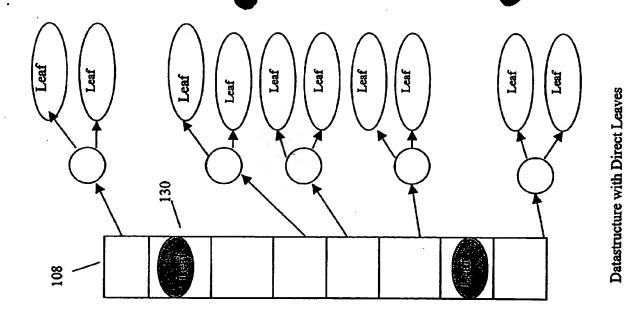


FIG. 4





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FIG. 7

Datastructure without Direct Leaves

Input Key	IPSA (32 bits)	IPDA (32 bits)	SrcPort (16 bits)	OstPort (16 bits)	Prot (8 b)
Leaf- attern 0	Value	Value	Min	Min	Value
Leaf- attern 1	Mask	Mask	Max	Max	Mask

FIG. 8

Rangel		Range2			
Field0	Minmax Length Field0	Field1	Length Field1	One/TwoRanges	Continue
8 bit	8 b	8 bit	8 b	1 bit	1 bit
				0: Rangel valid	0: Stop at this compare
.				1: Rangel and 2 valid	1: Continue with next compare

FIG. 9

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LUDefTable Tree Definition

Field	Size	Bits
CacheEntry	1	0
Tree_Type	2	21
hash-type	4	63
color_en	1	7
PlP2_max_size	5	128
NPARope_en	1	13
NPASMT_en	. 1	14
Complindex_en	I	15
PSCB_fq_index	6	21 16
PSCB_Height	1	22
Mask_Vector_En	I	23
Complindex	8	3124
DT_base_addr	26	5732
DT_size	4	61 58
DT_interleaf	2	63 62
Leaf_fq_index	6	69 64
Leaf_Width	2	7170
Leaf_Height	3	74 72
DirectLeafEn	I	75

FIG. 11

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Field	Size	Address in TSM where PSCB is located	
NPA0	26	Next PSCB address: pointer to next PSCB in the tree for 0-part of PSCB	
NBTO	8	Next bit to test for 0-part of PSCB	
LCBA0	26	Leaf control block address: pointer to leaf for 0-part of PSCB	
NPA1	26	Next PSCB address: pointer to next PSCB in the tree for 1-part of PSCB	
NBT1	8	Next bit to test for 1-part of PSCB	
LCBA1	26	Leaf control block address: pointer to leaf for 1-part of PSCB	
Index	8	Index of this PSCB (physically stored in the previous PSCB)	
PatBit	1	The value of HashedKey[Index], based on the value of the Index field in the PSCB register	

FIG. 12

Field Name	Length	Description
NLASMT	4 bytes	Leaf chaining pointer to chain leaves for SMT; includes the shape of the chained leaf
comp_table_index	1 byte	Defines the index in the CompDefTable that defines the compare between Pattern1, Pattern2 and the HashedKey
Pattern1 and Pattern2	4-36 bytes	This field contains Pattern1 and Pattern2, bitwise interleaved; that is, bit 0 of the field contains bit 0 of Pattern1, bit 1 contains bit 0 of Pattern2; alternately, the even bits represent Pattern1 and the odd bits represent Pattern2
UserData	Variable	The contents of this field is under complete picocode control; the UserData field can include one or more counters

FIG. 13

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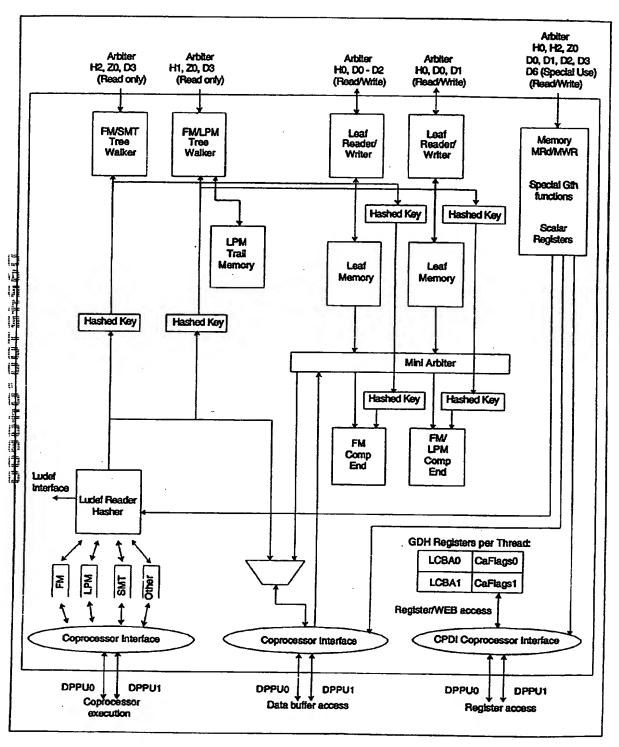


FIG. 14